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Hashing, Hash Maps, Collision & Resolution Hash Code, Compression Function.

Hashing → It refers to a process of generating a fixed size output from an input of variable size using the mathematical formulas known as hash functions. This technique determines an index or location for the storage of an item in a data structure.

Basically we use & modify array data structure because array provide $O(1)$ time complexity to fetch data. we can also use BST's which provide $\log(n)$ in insertion, deletion or fetching.

(Number hashing) Problem.

But in Array we have limited memory in int. mainly we can allocate (10^6) size to an array and in global type array we can allocate (10^7) size.

So if our size of hash array exceeds the given limit then we have

Hashing Methods.

- 1) Division Methods.
 - 2) Folding Methods
 - 3) Add Square Methods
 - 4) Multiplication Methods.
- } Not so imp.

In Division Methods. we use $\{\%10\}$ operation to store the data in the location after.

This is where chaining comes in & collisions.

Example & we have

[0, 1, 2, 13]

1 2 ; 10
21 3, 42
31

Date: / / keys values frequency

1, 2, 1, 3, 1	0	→ 10	
2, 3, 10	1	→ 1 → 2 → 3	→ chaining, frequency
4, 2	2	→ 1, 2	
2, 1 > size	3	→ 1	

$2, 1 \% 10 = 1$

Linear

Here we are doing sequential chaining as we know. the sequential chaining is in sorted order we can apply binary search or (upperbound - lowerbound) to find frequency in $(\log n)$ T.C.

Now is collision? what if the data entries are same

0, 10, 20, 30

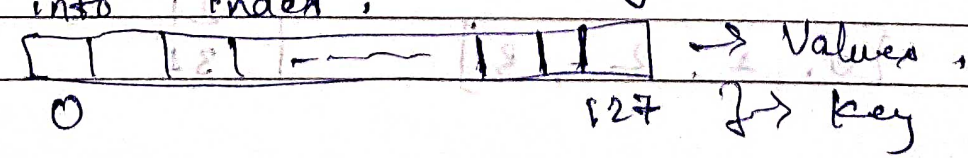
0	→ x
1	→ x
...	
8	→ 0 → 10, 20, 30

$0, 10 \% 10 = 0$
if size $0 \rightarrow 9$
the % according to array table values.

keys, → This is called collisions.

We will cover collisions Resolution in later part / pages.

① Creating characters hashing is might easy because it can be done using ASCII values and ASCII have $0 \rightarrow 127$ decimal values, which are easy to convert & store into index.



for example \rightarrow { character - 'a' } for finding index value or integer value.

like $ch = 'a' \quad \{ 'a' - 'a' \} = 0 \rightarrow \text{index} \rightarrow 0$

if it contains capital alphabets 'A' create same formula.

Hash Code \rightarrow To convert values to integers. for example we have to map string to values, or string keys to values, then.

then, let $a = 1, b = 2, c = 3 \dots$ etc.

for

Hash code \rightarrow $\left\{ \begin{array}{l} ab \rightarrow 1 + 2 = 3 \\ cd \rightarrow 3 + 4 = 7 \\ efg \rightarrow 5 + 6 + 7 = 18 \end{array} \right.$

we have size of array is $7 \rightarrow 0-6$.

$\rightarrow 18, 7 \rightarrow \text{size}$.

$18 \% 7 \rightarrow 4$.

because size is b/w $0-6 \rightarrow$

$7 \% 7 = 0$.

key	0	1	2	3	4	5	6	
values	cd			ab	efg			

second method, $\rightarrow \left[\begin{array}{c|c} a & b \end{array} \right] \Rightarrow (a \times 0) + (b \times 1) = 2$

etc methods.

$1 \times 0 + \frac{1}{2} \times 1$
 $\geq \text{size}$
 \downarrow
key

Collision Resolution \rightarrow separate chaining / Open hashing
Open Addressing / closed hashing

Closed hashing

- \rightarrow Linear probing
- \rightarrow Quadratic probing
- \rightarrow Double hashing

} will cover in later Advance data structure.